NAME

ExtUtils::MM_Win32 - methods to override UN*X behaviour in ExtUtils::MakeMaker

SYNOPSIS

```
use ExtUtils::MM_Win32; # Done internally by ExtUtils::MakeMaker if needed
```

DESCRIPTION

See ExtUtils::MM_Unix for a documentation of the methods provided there. This package overrides the implementation of these methods, not the semantics.

Overridden methods

dlsyms

replace_manpage_separator

>   Changes the path separator with .

maybe_command

>   Since Windows has nothing as simple as an executable bit, we check the file extension.

>   The PATHEXT env variable will be used to get a list of extensions that might indicate a command, otherwise .com, .exe, .bat and .cmd will be used by default.

init_DIRFILESEP

>   Using \ for Windows.

init_others

>   Override some of the Unix specific commands with portable ExtUtils::Command ones.

>   Also provide defaults for LD and AR in case the %Config values aren't set.

>   LDLOADLIBS's default is changed to $Config{libs}.

>   Adjustments are made for Borland's quirks needing -L to come first.

init_platform

>   Add MM_Win32_VERSION.

platform_constants

special_targets

>   Add .USESHELL target for dmake.

static_lib

>   Changes how to run the linker.

>   The rest is duplicate code from MM_Unix. Should move the linker code to its own method.

dynamic_lib

>   Complicated stuff for Win32 that I don't understand. :(

extra_clean_files

>   Clean out some extra dll.{base,exp} files which might be generated by gcc. Otherwise, take out all *.pdb files.

init_linker

perl_script

>   Checks for the perl program under several common perl extensions.

xs_o

This target is stubbed out. Not sure why.

pasthru

All we send is -nologo to nmake to prevent it from printing its damned banner.

oneliner

These are based on what command.com does on Win98. They may be wrong for other Windows shells, I don't know.

cd

dmake can handle Unix style cd'ing but nmake (at least 1.5) cannot. It wants:

```
cd dir
command
another_command
cd ..
```

NOTE This cd can only go one level down. So far this sufficient for what MakeMaker needs.

max_exec_len

nmake 1.50 limits command length to 2048 characters.

os_flavor

Windows is Win32.